WE BRING ANIMATION TO LIFE

WELCOME TO MAINFRAME ENTERTAINMENT INC. ... A COMPANY WHICH IS FIRMLY COMMITTED TO THE BELIEF THAT ANYTHING IS POSSIBLE, AND CONTINUES TO PROVE IT EVERY DAY WITH OUR GROUND-BREAKING 100% CGI PRODUCTIONS. OUR TEAM OF TALENTED ARTISTS, DEVELOPERS AND TECHNICAL OPERATORS ARE DEDICATED TO PRODUCING WORLD-CLASS COMPUTER-GENERATED ANIMATION FOR MOTION PICTURES, TELEVISION, INTERACTIVE MEDIA AND MOTION RIDES.

ReBoot™

MAINFRAME ENTERTAINMENT INC.®

BEAST WARS TRANSFORMERS

ReBoot™

ReBoot™ made its television debut in September 1994 and we haven't looked back since. Now in production for a third season, we are currently hard at work bringing even more new characters, intelligent storylines, outstanding imagery and action-packed animation to screens in over fifty countries around the world.

The series takes viewers into a covert electrical world inside a personal computer - to the multi-level city of Mainframe populated by sprites, an eclectic mixture of digital information in the forms of robotic-looking binomes and human-like data sprites. Their urban electronic environment is controlled by an unseen character, The User, the operator of the computer in which Mainframe is located. When the User decides to play a computer game, the ominous game cube descends upon Mainframe and engulfs a sector of the city. The Games can strike anywhere, anytime. When trapped inside The Game, the sprites can "ReBoot" to transform themselves into game characters or equip themselves with the appropriate game gear to compete with The User. Dot and Bob, a Guardian sprite, and their sidekick Enzo, face many challenges in their fight against the evil Megabyte and Hexadecimal.

And who knows what Season 3 will bring . . .

Beast Wars™ Transformers

If producing over 500 minutes of fully-rendered computer-generated animation for ReBoot just wasn't challenging enough, we seized the opportunity to develop another animated TV series in partnership with the Hasbro Toy Group and Alliance Communications. Beast Wars™ debuted to rave reviews and winning ratings in April of this year, and begins weekly broadcasts around the world commencing September 1996.

Beast Wars is set against the intergalactic battle for control of a uniquely powerful energy source called Energon. From a distant peaceful planet populated by highly-evolved robotic beings, the ruling Maximals™ pursue the renegade band of evil Predacons™ through time and space, only to crash land on a mysterious earth-like planet. The planet is so rich in energon that it causes the robot's circuits to overload, forcing both groups to adapt by splicing their cybergenetic code with the DNA of indigenous animal forms. When the two sides meet, they revert to their metalloid forms to do battle. Outnumbered, the Maximals must use their skill and cunning to prevent the Predacons from acquiring enough energon to fuel their relentless drive to dominate the universe and destroy all remaining life forms.

IMAX®

The latest addition to Mainframe's diverse product line is the production of two 5-minute Imax® format Motion Ride Films based on ReBoot™. Produced in association with IMAX, the world leader in motion ride technology, the rides are due for release worldwide in the spring 1997.

Mainframe Interactive

Not to be outdone in the interactive market, Mainframe teamed up with video game giant Electronic Arts this year to develop "Countdown to Chaos", a game based on the ReBoot story and characters. Unique in the marketplace with its high-quality animation and complex, action-packed gameplay, the game is due for release in early 1997. "Countdown" will be available for SONY playstations, Sega Saturn platforms and the CD-ROM marketplace worldwide.

Mainframe Merchandising & Licensing

The ReBoot Merchandising and Licensing Program is a multi-million dollar worldwide campaign featuring over 100 licensees and broadcasters in over 50 countries.

Mainframe Entertainment . . . the secret's out.

Contact us for more information.

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